RATCHET & CLANK

UP YOUR ARSENAL

TEEN
T
CONTENT RATED BY ESRB

INSTRUCTION MANUAL

WARNING

READ BEFORE USING YOUR PlayStation®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may trigger an epileptic seizure in these individuals. Certain conditions may trigger previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PlayStation®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

RATCHET & CLANK®: UP YOUR ARSENAL

Consumer Service/Technical Support Line 1–800–345–7669

Call this number for technical support, installation or general questions regarding PlayStation®2 and its peripherals. Representatives are available Monday–Saturday 6AM–8PM and Sunday 7AM–6:30PM Pacific Standard Time.

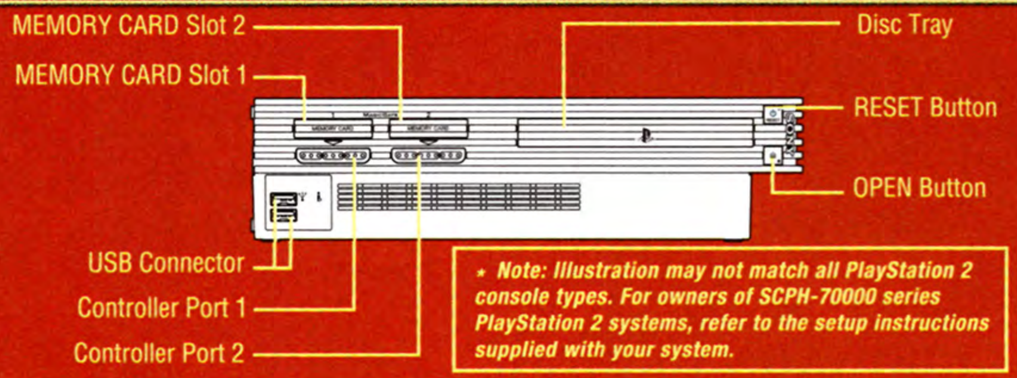
GAME HINT GUIDE INFORMATION

PlayStation Underground Game Guides
For free hints and tips visit us at www.us.playstation.com.
Sign up and become a member of the PlayStation Underground and access free hints, tips and cool moves for games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service/ Technical Support Line.

TABLE OF CONTENTS

Getting Started	2
Starting Up	3
Camera/Button Control Modes	3
Controls	4
Death to the Squishies!	9
The Main Menu	10
The Single Player Game	11
Look For These Things	14
Using Weapons	15
Weapon Upgrades	17
The Weapons	18
Gadgets	20
Important Items	21
The Single Player Maps	22
The Phoenix	23
The Pause Menu	25
Creating A Network Configuration	27
Starting The Online Game	28
The Online Play Menu	30
The Staging Screen	33
The Game Info Screen	34
The Player Info Screen	34
Playing The Online Games	35
Local Multiplayer Games	41
Credits	42
Online User Agreement	45

GETTING STARTED*



** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the *Ratchet & Clank®: Up Your Arsenal* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach a game controller and other peripherals as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD

(8MB)(for PlayStation®2)

To save Single Player game progress and settings, network configuration data and online profiles insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 computer entertainment system. Once a Save File is created, all new Single Player game data is auto-saved. You can load saved *Ratchet & Clank®: Up Your Arsenal* game data from the same card or any memory card (8MB)(for PlayStation®2) containing previously saved data. A memory card (8MB)(for PlayStation®2) is required to play *Ratchet & Clank®: Up Your Arsenal* online. Before playing online, a valid Network Configuration must be saved to the memory card (8MB)(for PlayStation®2) using either the Network Adaptor Start-Up Disc or the *Ratchet & Clank®: Up Your Arsenal* Network Configuration utility.

NETWORK ADAPTOR

(Ethernet/Modem) (for PlayStation®2)

In order to play *Ratchet & Clank®: Up Your Arsenal* online, you must have installed a Network Adaptor (Ethernet/Modem) (for PlayStation®2) on your PlayStation®2 computer entertainment system before playing. Set up the Network Adaptor according to the instructions included in its packaging.

Caution: Unplug the AC power cord on your PlayStation®2 computer entertainment system before adding any networking equipment to the system.

Note: Ratchet & Clank®: Up Your Arsenal must be played over a broadband Internet connection (DSL, cable modem, or higher speeds).

SETTING UP THE USB HEADSET

(for PlayStation®2)

The USB Headset (for PlayStation®2) allows you to talk with other online players. Connect the headset to either of the USB (Universal Serial Bus) connectors located on the front of your PlayStation®2 computer entertainment system with the USB symbol on the plug facing UP.

Note: The SOCOM Headset can also be used.

STARTING UP

At the Title Screen, press the START button. Select a game option from the Main Menu. When prompted to create a *Ratchet & Clank®: Up Your Arsenal* save file, select YES.

Want to play a demo of Sly 2: Band of Thieves™? Press and hold the L1, L2, R1, R2 buttons simultaneously when the Title Screen appears.

AUTO-SAVE

Ratchet & Clank®: Up Your Arsenal uses an Auto-Save feature to save game progress after you create a save file. Select NEW GAME to display the Empty Save files. Select a file and you will be prompted to create a save file. Press the ◎ button to create the save file. When the Auto-Save feature is running, a prompt will appear on-screen. Do not remove the memory card (8MB)(for PlayStation®2) during this process.

Note: If you remove the memory card (8MB)(for PlayStation®2), a message will appear informing you that Auto-Save has been disabled. To re-enable Auto-Save, perform a Manual Save.

MANUAL SAVE

On the Pause Menu, select OPTIONS, and SAVE to manually save your game.

LOADING A SAVED SINGLE PLAYER GAME

To continue playing a saved Single Player game, select LOAD GAME on the Main Menu. Highlight the save game file you want to continue playing and press the ⊗ button.

LOADING A SAVE FILE FROM PREVIOUS RATCHET & CLANK GAMES

You may be asked to insert a memory card (8MB)(for PlayStation®2) containing Ratchet & Clank® or *Ratchet & Clank®: Going Commando* save files sometime during the Single Player Game. Having these files could open up some special deals or secret game features.

Note: It is O.K. to have save files from all three Ratchet & Clank adventures on the same memory card (8MB)(for PlayStation®2).

CAMERA/BUTTON CONTROL MODES

There are three different camera/control modes. Choose the mode that fits you best. See specific control sets in the "Controls" section on page 5.

To change the Camera/Button Control mode:

During A Single Player Game – Press the START button during the game. Select OPTIONS, then CAMERA OPTIONS. Press the left analog stick or directional buttons ⬅/➡ to select the mode you want.

During A Multiplayer Game – Press and hold the △ button and R1 button. Press the left analog stick or directional buttons to select the mode you want.

THIRD PERSON (DEFAULT)

Third Person is the standard camera/button control mode from the Ratchet and Clank Single Player games. You can see your character from this camera view.

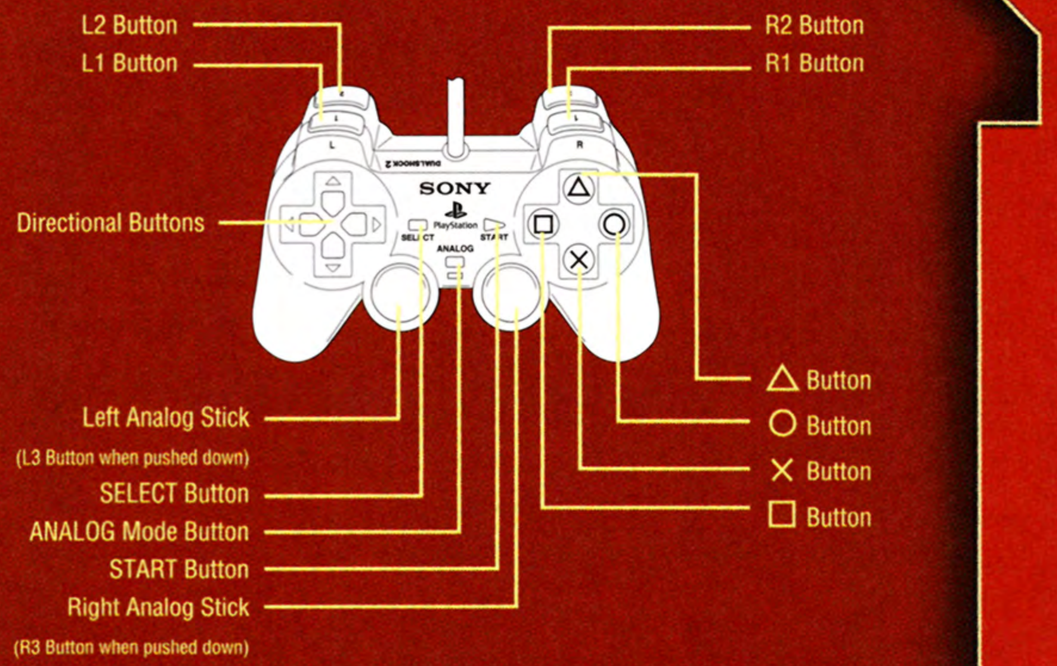
FIRST PERSON

In this mode you see the world through your character's eyes. First Person allows you to "lead" a target, which is useful with weapons such as the Nitro Launcher. Press the R1 button to fire weapons and jump by pressing the L1 button. Jump and shoot at the same time without having to take your thumb off the right analog stick (for aiming).

LOCK-STRAFE

This mode has the exact same button controls as First Person, but the camera is set to the Third Person view. Select this if you are not comfortable with the First Person view but like First Person controls. You can still see your character on-screen. Press the L2 button to enter "look" mode and the R2 button to crouch.

CONTROLS



MENU CONTROLS

Start/Pause Game	START button
Highlight menu item	left analog stick or directional buttons
Select menu item	⊗ button
Change setting	left analog stick or directional buttons ⬅/➡
Toggle setting	⊗ button or left analog stick or directional buttons
Previous screen	△ button

VENDOR CONTROLS

Enter vendor	△ button
View merchandise	left analog stick or directional buttons ←/→
Purchase	⊗ button
Test weapon in VR Arena	□ button

(Starship Phoenix – See page 23.)

MAPS

Display World Map	SELECT button or R3 button

SINGLE PLAYER

Scroll World Map	left analog stick
Zoom World Map	right analog stick ↑/↓
View Missions	□ button
Scroll between World Maps	L1 or R1 button
Display Galactic Map	△ button (when next to ship)
Locate planet on Galactic Map	left analog stick or directional buttons ↑/↓ + ⊗ button

MULTIPLAYER/ONLINE

Select respawn point	left analog stick or directional buttons + ⊗ button
Display Level Map	SELECT button

NON-DEATHMATCH GAMES

Note: The controls for three Camera/Control modes are below. Decide which mode to use by selecting it from the game Options (page 26) or Gadget Quick Select (during Multiplayer games). Choose THIRD PERSON, FIRST PERSON or LOCK-STRAFE mode.

BASIC CONTROLS
(Common to all Camera/Control modes)

Control camera view	right analog stick
Run	left analog stick or directional buttons
Walk	left analog stick *(halfway)*
Jump	⊗ button
Double jump	⊗ button *(tap twice)*
Weapon quick select	△ button *(hold)* + left analog stick or directional buttons
Quick switch to one of last three equipped weapons or gadgets	△ button *(tap)*
Pull up from ledge	⊗ button
Move while hanging on ledge	left analog stick or directional buttons ←/→
Turn bolt crank with Omniwrench	□ button to place wrench then left analog stick or directional buttons ←/→
Swing Omniwrench	□ button

Omniwrench Multi-strike	■ button *(three times)*
Omniwrench Hyper-strike	✕ button then ■ button
Omniwrench Comet-strike *(Third person)*	R1 button *(hold)* + ■ button
Omniwrench Comet-strike *(Lock-Strafe)*	R2 button *(hold)* + ■ button
Omniwrench Comet-strike *(First Person)*	■ button
Skip cinematic scenes	START button
Interrupt messages	▲ button

THIRD PERSON CONTROLS

Drop from ledge	R1 button
Fire weapon or use gadget	● button
Strafe	L2 or R2 button (hold) + left analog stick
Flip left or right	While strafing, left analog stick or directional buttons ←/→ + ✕ button
Back flip	While strafing, left analog stick or directional buttons ↓ + ✕ button
Sniper view	L1 button
Crouch	R1 button *(hold)*
Crouch turn	R1 button *(hold)* + left analog stick or directional buttons
Center camera behind character	L1 button *(tap)*
Look mode	L1 button *(hold)*
Look mode turn	L1 button *(hold)* + left analog stick or directional buttons
Bring up Nanotech and Bolt display	L3 button
Zoom Flux Rifle scope In/Out	R1/R2 button
Alternate Quick Select	▲ button *(hold)*, then R1 *(hold)* then left analog stick to select weapon or gadget

FIRST PERSON OR LOCK-STRAFE CONTROLS

Jump	✕ button or L1 button
Double-jump	✕ button or L1 button *(tap twice)*
Grab ledge and hang	✕ button or L1 button
Pull up from ledge	✕ button or L1 button
Move while hanging on ledge	left analog stick or directional buttons ←/→
Drop from ledge	R2 button
Strafe	left analog stick or directional buttons ←/→
Flip left or right	left analog stick or directional buttons ←/→ + ✕ button or L1 button
Back flip	left analog stick or directional buttons ↓ + ✕ button or L1 button

Crouch	R2 button *(hold)*
Crouch turn	R2 button *(hold)* + right analog stick
Look mode	L2 button *(hold)*
Look mode turn	L2 button *(hold)* + right analog stick or directional buttons
Bring up Nanotech and Bolt display	L3 button *(tap)*
First Person targeting *(also enter scope with Flux Rifle)*	L2 button *(hold)* + left analog stick *(see below)* or right analog stick
Zoom Flux Rifle scope In/Out	left analog stick ⬆/⬇
Alternate Quick Select	△ button *(hold)*, then R2 button *(hold)* then left analog stick to select weapon or gadget

RATCHET SWIMMING

Stroke	left analog stick
Dive underwater	□ button *(hold harder to dive faster)*
Resurface	⊗ button *(hold harder to rise faster)*
Use Hydro-Pack	R1 button

CLANK *(note: third person camera view only)*

Select command	△ button *(hold)* + left analog stick or directional buttons
Punch	□ button
Glide *(in air or while jumping)*	⊗ button *(hold)*

GIANT CLANK

Punch	□ button
Jump	⊗ button
Throw bomb	△ button
Fire missiles	○ button
Strafe	L2 or R2 buttons
Look mode	L1 button

HELI-PACK/THRUSTER-PACK

THIRD PERSON

High Jump *(while stationary)*	R1 button *(hold)* + ⊗ button
Long Jump *(while running)*	R1 button + ⊗ button
Glide *(In the air or while jumping)*	⊗ button *(hold)*

LOCK-STRAFE OR FIRST PERSON

High Jump *(while stationary)*	R2 button *(hold)* + ⊗ button or L1 button
Long Jump *(while running)*	R2 button + ⊗ button or L1 button
Glide *(in the air or while jumping)*	⊗ button *(hold)* or L1 button

VEHICLES

Note: In Online play, two teammates can operate a vehicle with one as the driver and the other as gunner or bombardier.

Enter/Exit	△ button

HOVERSHIP

As Driver

Move	left analog stick
Steer/pitch ship up or down	right analog stick
Raise/lower ship buttons	L1/L2 button or ⊗/□
Fire weapon	R1 button or ○ button

As Bomber

Aim	left analog stick
Rotate camera	right analog stick
Fire	○ button or R1 button

TURBOSLIDER

As Driver

Steer	left analog stick
Accelerate	⊗ button
Brake/reverse	□ button
Fire	○ button or R1 button
Switching between driver and gunner	R2 button

AS GUNNER

Aim	left or right analog stick
Fire	○ button or R1 button

PLAYER TURRET

Aim	left or right analog stick or directional buttons
Fire	○ button or R1 button
Zoomed View	R2 button

DATA ENTRY

(during Online/Multiplayer games)

Select field to open virtual keyboard	directional buttons ↑/↓ + ⊗ button
Select character/command on virtual keyboard	directional buttons ↑/↓ + ⊗ button
Backspace/delete	□ button
Shift	L1 button
Space	R1 button
Caps	L2 button
Done	○ button
Cancel	△ button

DEATH TO THE SQUISHIES!

RATCHET'S IN A RUT. He's had it up to his arsenal with robots sucking up all the glory while he does the hero work and gets zilch credit. He's being treated like chopped asteroid while Clank gets the Holo-wood star treatment for his role in that silly Secret Agent Clank T.V. show. Even the President of the Galaxy is acting like some star-struck autograph hound.

Clank's a great guy, but come on – He spends most of his time as a backpack!

And what about those Galactic Ranger bots that are supposed to be guardians of universal peace? Well special thanks to the wiseguy who programmed in their cowardice feature!

Who hurts real pain when some one-eyed Tyhrranoid buries its teeth into live fur? Ratchet, that's who, so how about a little respect!

On top of all this robot worship, there are some nasty rumors shooting around the galaxy that don't sound too good for anybody with blood pumping through their veins. The word "squishy" is being used as an insult to describe living things. What? Being alive isn't cool anymore?

And now the tube is showing scenes of Ratchet's home planet Veldin under attack by Tyhrranoid raiders. The rumor is they are bankrolled by Dr. Nefarious, a flesh-hating robot supremicist, who is plotting to obliterate all living things. He convinced a gullible warrior race called the Tyhrranoids to become his allies in destroying all organic life.

Tyhrranoids have no concept of irony and thus don't realize that, being organics themselves, Nefarious plans to annihilate them as soon as they complete his dirty work. Right this moment, a huge Tyhrranoid attack squadron is looting the streets of Veldin, Ratchet's home planet. Ratchet and Clank will have to assemble the deadliest arsenal of weapons the galaxy has ever known if they have any hope of defeating the arch-supervillain Dr. Nefarious.

So Ratchet and Clank have to put a stop to this robo-felon. Any more good news?

The good news is that Ratchet and Clank's back will be covered by a crack team of space commandos. The bad news is they will really

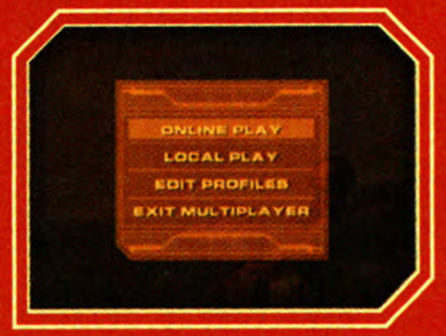
be protecting the meatloaf back in the command ship cafeteria.

No worries. Ratchet's in an edgy mood and ready for whatever sticks its nose around the next moon. Guess it's time to visit Veldin and deliver a few well-placed powder burns. Maybe some intergalactic devastation will cheer him up. Ratchet's got a shipload of new weapons and is just itching to uncork on the next smartass alien who shows a little too much attitude.

THE MAIN MENU

NEW GAME

One player joins Ratchet & Clank as they blast their way through the Galaxy. This is a mission to save freedom-loving organics everywhere from the squishy-squashing Dr. Nefarious. If you liked the warfare from Ratchet & Clank's first two adventures, squeeze off a few million rounds from here.



MULTIPLAYER

Play split-screen Multiplayer offline or, for a whole new experience, take the devastation online!

ONLINE PLAY

Battle with up to seven other players in Siege, Deathmatch and Capture the Flag games. Before you can play ***Ratchet & Clank®: Up Your Arsenal***, you must have a valid network configuration saved to a memory card (8MB)(for PlayStation®2). If you have not yet created a network configuration, there is a Network Configuration utility available on this disc. See "Creating a Network Configuration" on page 27 for instructions.

Note: You can also use the Network Adaptor Start-up Disc that is included with your Network Adaptor to create a network configuration.

LOCAL PLAY

Up to four players compete in split-screen battles on one PlayStation®2 computer entertainment system. Play Siege, Capture the Flag or Deathmatch. See "Local Multiplayer Games" on page 41.

MULTIPLAYER HELP VIDEO

Before he vanished (after that Fizzwidget episode), Captain Qwark recorded a short video explaining Multiplayer games and Siege Mode.

THE SINGLE-PLAYER GAME

Dr. Nefarious, an evil flesh-hating robot, is plotting to obliterate all living things. He convinced the Tyhrranoids to become his ally. That's dumb because they are flesh and blood (though very putrid and ugly) and Nefarious will want them dead too, eventually. Right this moment, a Tyhrranoid force is looting the streets of Veldin, Ratchet's home planet. Ratchet and Clank must stop Dr. Nefarious by blowing everything to pieces using as many different weapons and gadgets as possible.

RATCHET & CLANK IN BATTLE

Most of the time you control Ratchet while Clank rides on his back giving support. When certain missions require Clank's robotic skills, the two split up and you control Ratchet or Clank separately.

THE SINGLE PLAYER GAME SCREEN

Tap the △ or R3 button to activate the display.

NANOTECH (HEALTH) LEVEL

Nanotech uses Nanobots, micro-robots that heal damage inside living beings and robots too. The Nanotech level shows your ability to endure attacks and survive. Take a hit in combat and your Nanotech level drops. Run out of Nanotech and you are a goner.

- Watch the Nanotech Level Meter below the number. When the meter fills, your maximum Nanotech level increases.
- Find Nanotech in specially designed crates. Break them open to regain partial health.
- Once Ratchet finds the Item called Nano-Pak, a device that lets him carry more Nanotech, he'll be able to see how much Nanotech it contains in a small meter next to his Nanotech Level Meter.

Note: During Online Siege games, you can also restore lost Nanotech by standing on Nanotech Pads inside your base (if your base defenses are active).

CURRENT WEAPON AND AMMO

See the icon for your currently equipped weapon, ammo remaining, max ammo and the Weapon Power Meter here. When the Weapon Power Meter fills, your weapon is upgraded. See "Weapon Upgrades" on page 17.

WEAPON TRI-SELECT

Your current weapon and last two weapons used appear in the Tri-Select menu. Switch between these three weapons by tapping the △ button. This is faster than the Quick Select.

WEAPON/GADGET QUICK SELECT

Press and hold the △ button to display the Quick Select. Press the left analog stick or directional buttons to select the weapon or gadget you want to use, then release the △ button to equip that item.

To open the Gadget Quick Select, hold the R1 button while the Quick Select is open (R2 in Lock-Strafe or First Person modes.)

Note: See "The Quick Select " on page 15 for details. See "The Pause Menu" on page 25 for directions on how to assign weapons and gadgets to your Quick Select System.

BOLT COUNT

This shows the number of bolts you currently have. Use bolts to buy ammo and additional weapons.

RADAR SCOPE

The radar tracks enemy forces (red dots), friendly forces (blue dots) and mission objectives (green dots). The top of the scope points in the direction the camera is facing. In Single Player games the radar scope only appears during Battlefield Missions.

JUMPING, HELI-PACK AND THRUSTER-PACK

You can just press the ⊗ button for a quick short jump. But to put some bump in your jump, Clank's Heli-Pack and Thruster-Pack deliver increased airtime. Heli-Pack is the default. If you want rocket power instead of helicopter power, change to the Thruster-Pack (selected from the Gadget screen on the Pause Menu). Both function in the same way.

- In Third Person Camera/ Control mode: From a standing position, hold the R1 button and press the ⊗ button to boost a normal jump for extra height.
- Press the R1 button + ⊗ button while running to perform a long jump.
- If you are in Lock-Strafe or First Person Camera/Control mode, substitute the R1 button with the R2 button to perform the same moves.
- Glide by holding down the ⊗ button during a long fall.

PLAYING AS CLANK

Sometimes the robot rules. When playing as Clank, you have the advantage of controlling Gadgebots, deadly little machines that do Clank's bidding. Find them in special pods.

Once activated they follow Clank's orders:

Press and hold the △ button and select an order with the left analog stick. Release the △ button to give the order. You can command them to follow you, attack enemies, or to enter "Bot Ports". Ordering the Gadgebots to enter Bot Ports will allow you to open force fields. You can also command them to wait where they are.

YOUR MISSIONS

Each destination has one or more missions you must complete. Select **MISSIONS** on the Pause Menu to view the missions for your current location.

Note: See the "Pause Menu" on page 25.

You must complete some missions before additional ones appear. Make a return trip to planets and pick up any missed missions at a later time.

SPECIAL MISSIONS AND CHALLENGES

Kick tail in these demanding missions. Win huge bolt rewards and vital gadgets or unlock special features.

Battlefield Missions – Blow away a huge force of attackers on the ground or from the air. These fights take place on a single battlefield.

Arena Challenges – Fight against near impossible odds as you battle a swarm of skilled warriors plus one or two gargantuan gladiators to win Bolts or other special prizes. The biggest and toughest opponents will have Health Meters. Some arena challenges depend on acrobatic skill instead of firepower.

Giant Clank Battle – Clank goes huge while delivering a wrecking-ball punch, hurling bombs and firing missiles.

LOOK FOR THESE THINGS

STAY HEALTHY WITH NANOTECH

Find Nanotech in specially designed crates.

- **In Single Player mode, a Nanotech infusion partially restores full health.**
- **In Multiplayer (local or online) games, a Nanotech crate restores full health.**

BUY IT WITH BOLTS

Bolts are cash in this universe. Collect as many as you can and use them to buy cool Gadgetron products. Bolts could be anywhere. Find many in Bolt Crates. Smash enemies or objects to collect even more. Win huge bolt prizes during battlefield and arena challenges. Press the L3 button or △ button to view your bolt total at the top right of the screen.

TITANIUM BOLTS

These are the most valuable bolts of all! Find these rare treasures in out of the way places or win them. Use Titanium Bolts to purchase additional skins for Ratchet in the Single Player game. When you are ready to shop for skins, select SPECIALS on the Pause Menu and select SKINS.

CRATES

Smash crates open to get what's inside.

- **Wooden crates contain bolts.**
- **Crack open genuine Gadgetron ammo crates for free ammunition samples.**
- **Explosive crates blow up. They have short timers that count down before exploding. They contain bolts too.**
- **Jackpot crates give you a temporary experience boost and double your bolt count for a short time.**
- **Inferno crates – You're hot for battle. Your Armor becomes more powerful and your wrench attack hits with tremendous ferocity.**

Bolt Crate

Explosive Crate

Gadgetron Crate

Jackpot Crate

Inferno Crate

AMMO CANISTERS

Grab these to reload ammo for a specific weapon. Find ammo canisters inside Gadgetron ammo crates.

CONTINUE POINTS

Continue points mark your progress through the game. End up face down in the galactic dirt and you continue the game from the last Continue Point you reached.

HINT: Earn Skill Points during the game to activate special cheats that you can turn on and off. See the Skill Points Screen in the Specials menu to see which skill points you have, and which ones you have not yet acquired.

WEAPON VENDORS

- Press the △ button to activate a Vendor.
- Press the left analog stick or directional buttons. ←/→ to select an item from our fine inventory of highly destructive products.
- Press the ⊗ button when prompted to confirm the sale of a new weapon.

MAX OUT YOUR AMMO

Our "Max Out Ammo for All Weapons" service makes checkout a breeze. So when you need to stock up on ammo fast, just open the vendor and press the ⊗ button to load up. If you decide to "max out" after shopping for weapons, just insure that the Max Ammo icon is selected.

USING WEAPONS

AUTO-TARGETING AND MANUAL AIMING

Aim weapons in different ways. Some weapons only require you to point Ratchet in the direction of the target before firing. Others require more precision.

AUTO-TARGETING

The N60 Storm, for example, has an auto-targeting feature where the targeting reticle jumps over the best target when you are in Third Person Mode. Fire and you are virtually guaranteed a hit. Disclaimer: Gadgetron does not guarantee its auto-targeting feature for nervous or jumpy targets.

MANUAL AIMING

For precise manual targeting, press and hold the L1 button and use the left analog stick to aim the weapon. When the reticle turns red, you have accurate aim on the target.

Note: While in First Person or Lock-Strafe modes, press and hold the L2 button.

THE QUICK SELECT SYSTEM

When you gotta hit 'em where it hurts, your Quick Select System delivers by getting your trigger-happy fingers around that favorite weapon fast…Gadgets too. Quick Select is a menu that contains

weapons and gadgets you choose. As you pick up new weapons, they appear in the Quick Select. The Quick Select system has two rings, each holding up to eight weapons and gadgets. Hold R1 while the Quick Select is open to access the Quick Select.

Note: While in First Person or Lock-Strafe modes, press the R2 button to access Quick Select.

CUSTOMIZE IT *(SINGLE PLAYER ONLY)*

To customize your Quick Select system:

1. Press the START button and open the Quick Select configuration screen from the Pause Menu. The Quick Selector itself appears at the right side of the screen. Available weapons are on the left and available Gadgets are on the bottom.

2. Press the L1 or R1 buttons to highlight one of the eight slots on the Quick Selector where you want to place a weapon or gadget.
3. Press the left analog stick or directional buttons to highlight the weapon or gadget you want to put in that slot and press the ⊗ button to place it.
4. Repeat for each slot you want to fill.
5. Press the ▣ button to toggle between the Quick Select and Alternate Quick Select, so you can assign up to 16 weapons and gadgets between the both.

Note: You can also add camera modes to the Quick Select menu so that you can quickly switch between First Person and Lock-Strafe, for example.

USE QUICK SELECT IN BATTLE

Press and hold the △ button to display Quick Select. Press the left analog stick or directional buttons to select a slot containing the weapon or gadget you want to use, then release the △ button to equip that item. You are ready to blast away! Some special weapons/gadgets stay in effect even after you "Quick Select" a different weapon.

THE WEAPONS SCREEN

To see the exact status of the weapons you have, get a description or select the weapon from here. Press the START button and open the Weapons Screen from the Pause Menu. Press the left analog stick or directional button to highlight the weapon. To select the highlighted weapon for battle, press the ⊗ button. Then press the START button to return to the game.

AMMO – This shows shots remaining and maximum number of shots for the weapon.

LV – This is the upgrade level of the weapon.

POWER – The power number is the damage potential of the weapon. Maximum is 10,000.

NEXT – Shows how much experience the weapon has, and how much more is needed to upgrade it to the next level.

STRAFING WITH WEAPONS
(Third Person mode only)

Use strafe controls to keep facing the enemy during a firefight or attack. This battle tactic will save your hide in many situations, so learn it fast and use it often: While running, press and hold the L2 or R2 button, then fire your weapon.

WEAPON UPGRADES

Gadgetron weapons grow with you. Power upgrades are different depending on whether you are in Single Player or Online games.

SINGLE PLAYER UPGRADES

Each weapon is capable of four upgrades. Check the Weapon Power Meter under the weapon icon on the game screen. When it maxes out, your weapon upgrades to the next version. The first three are V2, V3 and V4. Upgrades for each new version might be increased firepower, more ammo or enhanced functionality. A final monster upgrade changes the weapon name while boosting its power to a lethal maximum.

ONLINE UPGRADES

After three kills, your weapon will upgrade. Upgrades could include increased firepower, higher firing rate, more ammo and or larger damage radius. Upgraded Weapons display a blue icon in the Quick Select.

Note: Defeat an Online player who is holding an upgraded weapon and take that weapon by grabbing the player's weapon pack.

THE WEAPONS

Check out these highlights from our Gadgetron Catalogue just to kick-start your military mind. We supply the finest weaponry for any engagement from a simple firefight to outright intergalactic obliteration. And the more you use your Gadgetron weapon, the more powerful it gets. What value! Some weapons are only available for Single Player or Multiplayer. User assumes all risks. Some weapons may only make large targets real mad.

Note: Controls vary depending on Camera/Button Control mode.

OMNIWRENCH
(Single Player and Multiplayer)

It's a tool! It's a weapon! You can never lose it no matter what happens. And it's magnetized to make those profitable Bolt suck-up jobs a snap. Use Ratchet's Omniwrench in both Single Player and Multiplayer games.

SHOCK BLASTER
(Single Player & Multiplayer)

Gadgetron lifted the designs for the Megacorp Blitz Gun and gave it the kind of punch needed to clear a room full of Tyhrranoids. This is close-range shotgun devastation at its best but damage decreases with distance. Once upgraded, charge up a more powerful attack by holding the ⊙ button (Single Player only).

NITRO LAUNCHER *(Single Player)*

Deliver 360 degrees of mini-nuclear devastation. Release the destructive orb and it explodes on impact.

PLASMA WHIP *(Single Player)*

When they need a whippin' just keep on flippin' with the devastating new Plasma Whip. The Plasma Whip has the exact same control mechanics as the Omniwrench.

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FROM THE FOLKS WHO TURNED A HOUSEHOLD APPLIANCE INTO HEAVY ARTILLERY – IT SUX! IT SHOOTS! IT'S THE NEW & IMPROVED

GADGETRON SUCK CANNON! (SINGLE PLAYER)

Just press and (hold) the ⊙ button to suck up small pesky enemies. Press the ⊙ button again to shoot them out for close range firepower. Keep an eye on the Dirt Gauge to see how much you have.
Light duty devastation was never so economical!

WARNING: Patented Suck Cannon technology only functions on beings of a certain mass *(read: small)*. Attempting to suck up large space monsters may only annoy them and voids the warranty.

SUX UP CRATES TOO!

SPITTING HYDRA *(Single Player)*

Blast multiple targets with enough electricity to light an arena battle. Press and (hold) the ◎ button to lock onto targets in front of Ratchet. Then release the ◎ button to blast all targeted enemies.

AGENTS OF DOOM *(Single Player)*

Lonely? Deploy these mini robots onto the battlefield and they run around spreading explosive misery. Use them once and you'll see why the little doomster dudes are one of our most popular products. You will love their company.

INFECTOR *(Single Player)*

New from the Brain Laundry division of Gadgetron! Shoot a ball of goo into a group of enemies, causing them to turn on each other. When they run out of friends to attack, they attack themselves.

N60 STORM *(Single Player & Multiplayer)*

Gadgetron designed the N60 to deliver pounding long-range punishment. It features superb limited auto-targeting or manual sighting. It makes warfare fun! One firefight with this baby and you'll forget about that old Megacorp Lancer from your "Commando" days.

FLUX RIFLE *(Single Player & Multiplayer)*

This is a sniper rifle. When you want to nail a long-range target, fire the Flux. Press the L1 button (hold) to open the sniper scope. Press the R1 button to zoom in, and the R2 button to zoom out. Press the ◎ button to fire.

LAVA GUN *(Single Player & Multiplayer)*

Go like totally volcanic and hose 'em all down with a high-pressure lava stream.

MINI-ROCKET TUBE *(Multiplayer Only)*

Give em the tube! This auto-tracking rocket launcher is a great at long range or point blank.

MINE GLOVE *(Multiplayer Only)*

Launch mini-homing mines that will seek and attack any enemy player or vehicle that gets too close. These little nasty bombs attack turrets and any vehicle within range. Mines are color-coded so you can tell which team deployed them. Mines can be shot and destroyed at any time.

QWACK-O-RAY/MORPH-O-RAY
(Single Player & Multiplayer)

From killer to quacker with the press of a button. This weapon turns the enemy into a duck! It's zero maintenance, billed to last and never needs ammo. The Multiplayer version includes sheepinating power! Players remain "sheepified" for about 10 seconds. And if you are a sheep, act like one! Press the left analog stick to move. Press the ⊗ button to jump, graze by pressing the ▣ button and press the ◎ button to BAAAA! Oh, if you're a duck, press the ⊗ button to flap your wings and the ◎ button to quack.

HINT: A certain unsavory character has obtained the black-market versions of some of Megacorp's finest weapons. Word is that whoever shows up with the right data could get some serious artillery for free.

GADGETS

They don't call us Gadgetron for nothing (well actually they call us a power-hungry monopoly bent on galactic domination, but that's another matter). We made our name by inventing the best gizmos in the galaxy! Take a look at these fine products.

HYPERSHOT

If you loved the Dynamo and couldn't live without the Swingshot, get em both with the Hypershot!

Fire a Hypershot cable at one of those green hovering Hypershot targets you see floating around and you'll be swinging like a space monkey. To use Hypershot: Jump in the direction of the target while pressing the ◎ button to deploy your energy cable. Keep the ◎ button pressed until you want to let go of the target.

- The Hypershot auto-equips when you jump towards a swing target. Just press and hold the ◎ button while jumping toward a swing target and you will automatically connect to it.
- Press the ◎ button when near a target-equipped platform to activate it temporarily.

TYHRRAGUISE

Pass yourself off as a Tyhrranoid with this disguise and some fast talking. Watch out because a Tyhrranoid greeting isn't much different from an insult. To talk with one of these ugly creatures, match the icons that pass onscreen with a button press. Miss and you'll probably say something insulting. Crack wise about his sister and you die! Some button presses require you to hold down the button. When this is required, the colored background strip behind the button will be elongated as a signal to hold the button. Hold that button until the whole background passes then release it.

GRAVITY BOOTS

Walk on metal surfaces…or battle it out on the ceiling! The Gravity Boots will activate automatically whenever you step onto a magnetized surface. Magnetized surfaces are gray metal with horizontal lines.

CHARGE BOOTS

Here is a favorite from Ratchet's previous adventure. Double-tap the R1 button (R2 button while in First Person or Lock-Strafe modes) to cruise over the ground at lightning speed.

THE GADGETS SCREEN

See the gadgets you have, get a description or select the gadget from here. Press the START button and open the Gadgets Screen from the Pause Menu. Press the left analog stick or directional button to highlight the gadget. To select the highlighted gadget, press the ⊗ button. Then press the START button to exit back to the game.

IMPORTANT ITEMS

Items are special tools that are vital to your missions. You do not need to select them. Once you have items, they function or are equipped when needed. To see all your Items, press the START button and select ITEMS from the Pause Menu. Below are a couple of examples of the Items you will find.

HACKER

Crack codes, bust through firewalls and outsmart security systems. To operate the Hacker: Destroy red "sparks" with the cannon and absorb the required number of green "sparks" with the tractor beam. Blue shields are indestructible, but harmless, and they protect any green and red sparks behind them.

HACKER CONTROLS

Fire Cannon	⊗ button
Fire Tractor Beam	▣ button
Rotate	left analog stick
180 degree rotation	L1 button or R1 button

NANO-PAK

The Nano-Pak is like a spare battery for Ratchet's Nanotech. Any extra Nanotech that Ratchet picks up when he is already at maximum is stored in Nano-Pak. When Ratchet is critically low on Nanotech, the Nano-Pak automatically releases its stored Nanotech to heal Ratchet.

THE SINGLE PLAYER MAPS

THE GALACTIC MAP

To get a galaxy-sized view and travel from planet-to-planet use the Galactic Map. View it from inside your ship. Set your coordinates for space travel here or view the mission objectives.

- Walk up to your ship and press the △ button.
- Press left analog stick or directional buttons ↑/↓ to select a destination.
- Press the ⊗ button to blast off to the destination.
- Press the ▣ button to view missions.
- See how many Titanium bolts are waiting to be found on this planet at the lower right corner.

THE WORLD MAP

Press the SELECT or R3 button to display the World Map.

- Press the left analog stick to scan the map.
- Press the right analog stick ↑/↓ to zoom in and out.
- The Arrow is your current position.
- Gray areas have not yet been explored.
- The star shows your ship's position.
- Question marks are level missions.

THE PHOENIX

The Phoenix is the command ship and nerve center for the battle against Dr. Nefarious. They also have legendary meatloaf!

TROPHY ROOM

Recognition of heroic acts appears here. To display the trophy viewer, press the △ button anywhere in the Trophy Room. Press the L1 or R1 button to move between the trophies. Press the left analog stick to rotate the trophy and the right analog stick to zoom in for a close-up.

- Win Floor Trophies for exceptional Battlefield and Arena performance.
- Character Trophies are hidden throughout the galaxy. Reveal a mysterious reward if you manage to collect all of these.

VR DECK

Train with new weapons in combat simulations or practice with new gadgets here. You can also fight simulated arena battle challenges. Battle is profitable too, with a small reward for beating the practice dummies in combat.

GADGETRON ARMOR VENDOR

Buy the latest in Gadgetron armor here. Tough armor helps you conserve Nanotech during battles, and nothing stops a blaster attack like Gadgetron armor. Armor is rated by the percentage of damage it reduces. You will be notified when upgraded armor is on sale.

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GADGETRON WEAPON VENDOR IS NOW ABOARD PHOENIX!

Get the same great service as our other vendors ***PLUS*** *try it before you buy it! Gadgetron knows that the last thing you want during a gun battle is buyer's remorse. So, test out that weapon before you buy it! Offer available to serious buyers only. Customer must have enough bolts to buy the weapon.*

AND WE'RE NOT DONE YET! *Have a save game file from the original Ratchet & Clank®? If you were a Gadgetron employee two years ago, the employee discount is in effect. That knocks 10% off the purchase price of select weapons! Destruction was never so economical!*

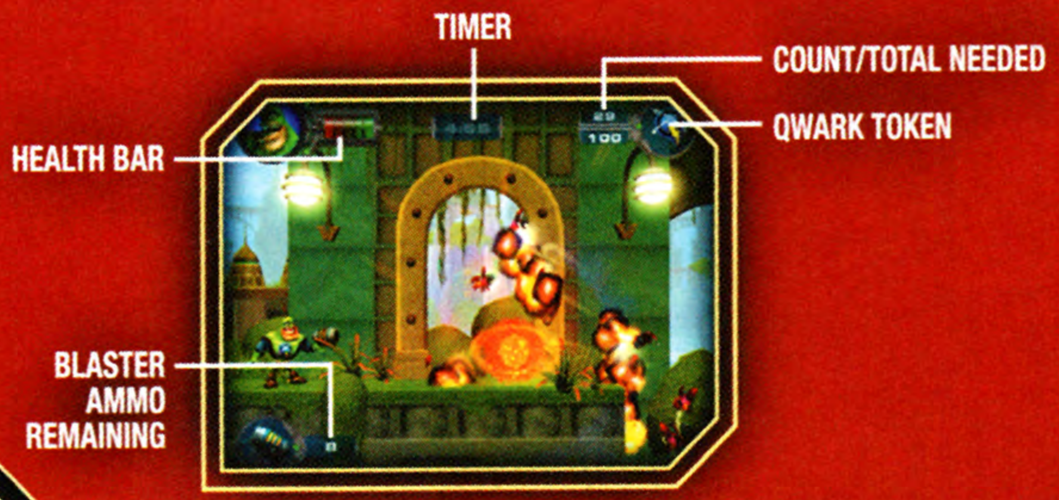
Press the left analog stick or directional buttons ⬅/➡ to select a weapon you would like to try out in the VR Arena and press the ◉ button.

LOUNGE AND VG-9000 VIDEO GAME SYSTEM

Want a chance to play classic side-scrolling Vid-comics on the most awesome game system in the galaxy? You can, BUT you have to find the Vid-comics somewhere in the galaxy first. They star the legendary Captain Qwark. Sure, he's a couple of planets short of a solar system, but Qwark may hold the key to ending this Nefarious plot. Win these games to reveal information that could save the universe from robotic domination!

VID-COMIC GAMEPLAY:

Armed with massive fists and his trusty blaster, Qwark eradicates anything that gets in his way. Take Captain Qwark through perilous battles to discover the secret history between him and Dr. Nefarious. Pick up all the tokens in each game to earn a super-secret prize! You can see the total required at the top right of the screen.



Move	left analog stick or directional buttons ←/→
Punch	▢ button
Jump	⊗ button
Aim weapon	R1 button *(hold)* + left analog stick
Fire weapon	○ button
Duck	R1 button

SHIP VENDOR

Fly into the cosmos driving the family space ship? No Way! Nothing says you've arrived like a cool space cruiser. Let the Gadgetron Ship Vendor customize your ride with new paint, nose work and a selection of high-performance wings that deliver great looks and performance.

THE PAUSE MENU

- Press the START button during gameplay to display the Pause Menu.
- Press the left analog stick to highlight menu items and press the ⊗ button to make selections or toggle settings.
- Press the △ or START button to return to play.

MISSIONS

View the required missions by location. Press the left analog stick ↑/↓ to view details for each mission. The "Mission Completed" notice appears when you accomplish the task. See "Your Missions" on page 13.

WEAPONS

Select any weapon you have on this screen. When you return to play, Ratchet will be holding the selected weapon. See "The Weapons Screen" in the "Using Weapons" section on page 15 for instructions.

GADGETS

Select any gadget you have on this screen. When you return to play, Ratchet will be equipped with the selected gadget.

QUICK SELECT

Set up your Quick Select for fast selection of your weapon or gadget. See "The Quick Select System" in the "Using Weapons" section on page 15 for more information.

ITEMS

View the current items you have and related info here. Use the left analog stick or directional buttons to check details on each item. You can also check the status of rare collectibles that Ratchet and Clank discover during their journey. See "Important Items" on page 21.

OPTIONS

CAMERA OPTIONS

CURRENT CAMERA MODE – Set to THIRD PERSON, FIRST PERSON, or LOCK-STRAFE.

Note: Changing Camera mode settings also changes the controls. All camera control options are saved separately for each mode. See "Controls" on page 5.

- **Up/Down Movement** – Select NORMAL and the Up/Down camera movement matches the direction the left analog button is pressed.
- **Left/Right Movement** – Select NORMAL and the Left/Right camera movement matches the direction that the right analog stick moves.
- **Rotation Speed** – Set rotation speed of the camera.

HELP DESK TEXT – Set to ON or OFF.

HELP DESK VOICE – Set to ON or OFF.

VIBRATION – Set the vibration function on DUALSHOCK®2 analog controllers to ON or OFF.

QUICK SELECT PAUSE – When set to ON, the game pauses when the Quick Select is displayed (hold △ button).

AUDIO/VISUAL

- **Sound Effect Volume** – Set the sound effects volume during gameplay.
- **Language Select** – English, Spanish or French
- **Music Volume** – Set music volume during gameplay.
- **16:9 (Widescreen)** – Set to ON or OFF depending on the type of television you have.
- **Progressive Scan** – Set to ON or OFF depending on the type of television you have.

SAVE – Save game data to the memory card (8MB)(for PlayStation®2).

LOAD – Load saved game data and play from the beginning of the next level.

SUBTITLES – Set to ON or OFF.

QUIT GAME – Log off and return to the Main Menu.

HELP

HELP LOG – Review all of your help desk messages here.

CONTROLS – Display a control screen to view your current controls.

MOVES – See Ratchet's moves and how to use them.

SPECIAL

CHEATS – Activate any accessible cheats here. Acquire skill points to unlock cheats.

SKINS – Use Titanium Bolts to purchase new skins for Ratchet.

SKILL POINTS – View the status of your skill points here. Skill points are granted for completing certain interesting, tricky, or insane tasks.

CINEMATICS – View reruns of movies you have already seen .

CREATING A NETWORK CONFIGURATION

Note: If you have already created a valid network configuration using the PlayStation®2 Network Adaptor Start-Up Disc or network configuration utility for another online PlayStation®2 game and have the memory card (8MB)(for PlayStation®2) containing that configuration in your PlayStation®2 console, skip this section and review the remaining sections.

Note: For more detailed information on creating a network configuration, see the PlayStation®2 Network Adaptor Start-Up Disc Instruction Manual.

To create a network configuration using the network configuration utility on ***Ratchet & Clank®: Up Your Arsenal***, have your Internet Settings ready for reference and follow the steps below:

Make sure a memory card (8MB)(for PlayStation®2) is inserted into a Memory Card slot on your PlayStation®2 computer entertainment system.

1. On the Multiplayer menu select ONLINE MULTIPLAYER.
2. Press the ▣ button to start the network configuration utility.
3. Select ADD SETTING and select MEMORY CARD slot 1.

Press the directional buttons ↑/↓ to highlight a menu option and → to accept settings and advance to the next screen. If you change your mind about a setting, press the directional buttons ← or the ◎ button to return to the previous screen.

4. Select Hardware. Select SCE/ETHERNET (NETWORK ADAPTOR).

Note: If you are using a different type of network adaptor, please consult its manual.

Press the △ button to open the Advanced Setting menu if necessary. It is highly recommended you leave this setting to AUTO DETECT unless you are sure of a different setting. Select OK at the prompt and proceed with entering settings. Are a user ID and password required to connect to the internet through your ISP (Internet Service Provider)? Select REQUIRED or NOT REQUIRED. If required, enter the user ID and password.

Note: Some ISPs require a username and password for e-mail but allow you to connect to the internet without them.

5. Enter the IP Address if needed. The usual setting is AUTO and you are not required to enter the IP address which is automatically assigned using DHCP (Dynamic Host Configuration Protocol).

A DHCP host name may also be required. If so, press the △ button to open the advanced setting and enter the host name.

6. If your ISP requires a "static IP address", select MANUAL and enter the address. In addition to the IP Address, you must enter the Netmask and probably the address of the Default Router. Check with your ISP if you are not sure about any of these numbers.
7. Set the DNS Address if needed. The usual setting is AUTO and you are not required to enter the IP Address of the Domain Name Service. If required, select MANUAL and enter primary and secondary addresses.

8. You are almost finished. On the Name Your Setting screen, press the ⊗ button to display the Virtual Keyboard if you want to give your Configuration a specific name. Press the directional button and press the ⊗ button to save your new setting with the default name. You will be prompted to "Test the Connection" prior to exiting the application. Testing is required before connecting.
9. Press the ◎ button and select QUIT at the prompt to return to the *Ratchet & Clank®: Up Your Arsenal* menu from the network configuration utility Main Menu.

STARTING THE ONLINE GAME

On the Main Menu, select MULTIPLAYER. Select ONLINE PLAY. Select a Network Configuration (OR press the ▣ button to create a Network Configuration).

CREATE A PROFILE /ACCOUNT FOR ONLINE PLAY AND LOGIN

If this is your first time online, you need to create an Account/Profile. The profile name will be your online name. It will be the name others see and use when adding you to buddy lists or viewing your net presence on other screens. The next time you login, you will only need to select a profile from the Profiles Screen and select LOGIN. You can also create a profile by selecting edit profile from the main multiplayer menu.

1. Select CREATE NEW PROFILE.

USERNAME – Create a name that others will see online. It will be the name others use when adding you to buddy lists or viewing your net presence on other screens.

Note: Protect Your Privacy – Please use an alias when creating your profile instead of using your real name.

PASSWORD – Create a password for online access at login.

SAVE PASSWORD – Highlight SAVE PASSWORD and select YES to save your password. Once saved to a memory card (8MB)(for PlayStation®2), you will not be required to enter the password again during login.

MAP ACCESS – R3 or SELECT or Both

HELP MESSAGES - Turn in-game help messages ON/OFF.

SKIN - Select a default skin to use for all Multiplayer games (note that you can select a different skin at game time).

MUSIC VOLUME - Set the volume for music in Multiplayer games.

CONTROLLER SETUP – Select from these options:

- **Control Type** – Select LOCK-STRAFE, THIRD PERSON or FIRST PERSON.

See "Camera/Button Control Modes" on page 5.

- **Up/Down** – Select NORMAL or REVERSED.
- **Left/Right** – Select NORMAL or REVERSED.
- **Camera Rotation Speed** – Adjust the slider bar to set your camera rotation speed.
- **Vibration** – Turn the vibration function on DUALSHOCK™ analog controllers ON or OFF.

2. When you finish making entries, press the ○ button to save your profile. If you decide not to save your profile, press the △ button to return to the Profile menu.
3. Select your profile and press the ○ button to login to Ratchet and Clank Online. If this is the first time you have logged in, a popup window will appear and ask you if you would like to create an online account.

Note: Your username must be unique. If the same username is found to already exist you must select a new user name.

DELETE A PROFILE

Select the profile you would like to delete and press the ✕ button. A small popup window will appear. Select DELETE PROFILE . If an online account exists that matches your profile name, you will be prompted to delete the account.

EDIT AN EXISTING PROFILE/ACCOUNT

Select the profile you would like to edit and press the ✕ button. A small popup window will appear, select EDIT ACCOUNT .

READ AND AGREE TO THE USER AGREEMENT

Use of the online portion of this game is subject to the terms and conditions under the User Agreement located within the game. A full copy of the User Agreement is available at http://www.us.playstation.com/support/useragreements.

Read the License Agreement. Press the left analog stick or directional buttons ↑/↓ to scroll through the agreement. If you agree to the terms, press the □ button. If not, press the ○ button to return to the previous screen and logout.

ANNOUNCEMENTS SCREEN

View announcements from the server here. If you are a member of a clan, you will also be able to see any clan announcements here as well. Press the ✕ button to proceed and △ to return to the previous screen.

THE ONLINE PLAY MENU

Start, find or create games, manage clans and connect with other players. You can play games with up to seven other players.

CITY SELECT

When you first login to the Online Lobby you will be asked to select a city. This is the default city you will join when you select CITIES from the Online Play menu.

BUDDIES ONLINE

From the Online Play menu you can view the status of any of your buddies that are online. You can select a buddy from this list and press the ⊗ button to join their game (or current location) or send a private message.

QUICK PLAY

This is the fastest way to get into a game. Select the game type and you are automatically placed in a game based on ranking and skill level. Select the type of Quick Play game you want to play from the pop up menu. Choose ANY, SIEGE, CAPTURE THE FLAG or DEATHMATCH.

CREATE GAME

When you press the ⊗ button, the Create Game Screen will appear. When you are finished setting up your game, press the ◎ button to create the game.

GAME – Name your game as it will appear to others. Your username will be used by default if you do not create a name.

MAP – Select the Map you want to play on.

TYPE – Select one of three game styles:

- Siege – Destroy the opposing team's base.
- Capture the Flag – Capture the opposing team's flag before they capture yours.
- Deathmatch – It's you against the world.

PLAYERS – Create up to eight player slots (an eight-player game).

BUDDY SLOTS – Reserve player slots for your buddies only.

CLAN SLOTS – Reserve player slots for your clan members only.

LOCAL PLAYERS – Set the number of players connected to your PlayStation®2 computer entertainment system who will play your created online game (maximum of 2 players per console online).

TIMED – Select a time limit for your game.

USE PASSWORD – Set a password that players must use to enter your game.

WEAPONS – Create your own selection of weapons.

ADVANCED OPTIONS

- **Vehicles** – Include or exclude vehicles.
- **Nodes** – Include or exclude Nodes.

  Note: Cannot be turned off in Attrition Siege mode
- **Base Defenses** – Enable or disable base Gatling turrets for Deathmatch, Capture the Flag or Siege games.
- **Unlimited Ammo** – Enable or disable unlimited ammo.
- **Start with Weapons** – All players start with a random selection of three weapons.
- **Charge Boot Mode** – All players start with Charge Boots.
- **Frag Limit** – Set the number of Frags needed to win a Deathmatch.
- **Teams** – Turn Team Play during a Deathmatch ON or OFF.
- **Player Names** – Enable or disable player names above characters in games.
- **CTF mode** – Choose from two modes. NORMAL mode requires you to have possession of your own flag in order to score a capture. CHAOS mode allows you to score a capture anytime.
- **CTF Caps** – Choose the number of caps needed to win a Capture the Flag game
- **Siege mode** – Choose to play in either standard or attrition mode, where capturing more nodes makes your base defenses stronger.
- **Frag Limit** – Set the number of frags needed to win a Deathmatch game
- **Teams** – Choose to play Deathmatch mode with teams.

FIND GAME

Set the parameters below to filter the search for the kind of game you want. When you are ready, select SEARCH. Then select the game you want from the Results column.

TYPE – Select either CITY or CLAN games.

CITY – Find games in a specific city.

MAP – Find games being played on a specific map.

MODE – Select the type of game you want to play – SIEGE, CAPTURE THE FLAG or DEATHMATCH.

SKILL LEVEL – Find games based on Skill Level.

MAX PLAYERS – Find a game with a specific number of players.

CITIES

All games take place in cities. From inside a city, you can create, join and find games.

- Find a game or create a new one in your city.
- View current games in your city and select them to get game info such as the players in the game and game stats.
- Transmit chat messages to other members in the room. See "Online Text Chat" on page 40.

- See the screen names of other players currently in the room, select them to see player info or add them as buddies.
- Change the city you are in by selecting the city name.

BUDDIES

Sort through your buddies and select them to see their player info. Select a buddy from the list if you want to send him or her a test message, send a clan invitation or join a game.

- Select ADD BUDDY to enter the name of your buddy and add them to your buddy list.
- To remove a buddy, highlight a name and press the ● button.
- Select RECENT PLAYERS to display a list of players you have met in the game. See their info screens so you can add them as buddies or clan members.
- To prevent a player from sending you a message or joining your team use IGNORED PLAYERS.

CLANS

On the Clan Screen you can create you own clan, manage an existing clan if you are the leader or view info about a clan where you are a member.

- To create a clan, press the ◎ button, enter the name of the clan and select DONE or press the ◎ button.
- If you have been invited to a clan, the invitation will show up here under INVITES. Select the invitation and accept or reject it.

CLAN LEADER

As a clan leader choose from a wide array of clan settings.

CLAN ROOM – This is a room for you and your clanmates to chat, create and join games. Only members of your clan are allowed to join this room.

INVITES – Select this option to issue invites to buddies or other players. You can also revoke current invitations form here.

CLAN MESSAGE – Set a clan message that all members will see when they log in.

CHALLENGE – Select this option to issue a Clan Challenge to an opposing clan.

CHALLENGE ROOM – This option will become available if you have a Clan Challenge pending.

CLAN TAG – Select a three character tag to represent your clan in games. This tag appears at the end of your player name during games.

LEAVE CLAN – Select from two options. Choosing RESIGN CLAN will allow you to choose a new leader. Choosing DISBAND CLAN will dissolve the entire clan.

STATS

View stats for players and clans. Select the type of stat you want to see on the left pane and the results display in the right pane. Sort through the results by pressing the R1 or L1 buttons to step forward/backward by ten items. Use R2 or L2 to step forward/backward by 100 items in the list.

- Select any player in the stat list and view that player's information.
- Your stats always appear at the bottom of every page for the selected category.

THE STAGING SCREEN

Prepare to start playing from here.

- The Staging Screen appears for games you create or join.
- Select your name in the staging list and press the ⊗ button to display a popup window for selecting your Team color and Skin (how you appear on the battlefield)
- The Staging Screen displays the current skill level and headset status of all players.
- If you have joined a game that someone else created, you can see the options for that game by selecting DETAILS and pressing the ⊗ button.

- The game creator can Kick players or Request a team change. To do this, select a player from the list and press the ⊗ button. Select the option from the popup window.

VOICE CHAT

To voice chat with all other Staging area players, speak into your USB Headset (for PlayStation®2) or SOCOM Headset. The headset icon will flash when a player speaks into the headset.

INVITING PLAYERS

Any player can invite other players. Select INVITE PLAYERS. Select online players from your buddy list or clan member list. Then select SEND INVITATION to see if they want to join your game.

ANNOUNCE YOU ARE READY AND START PLAY

Press the ◎ button to get "ready" for the game. The game starts when the game host decides to start play.

THE GAME INFO SCREEN

See information about the game you have selected. Select the players in the game to view that player's Info Screen.

NAME – This is the name given by the creator of the game.

MAP – This shows the level name.

TYPE – Will display either a City or Clan.

CITY – This is the city room where the game takes place.

SKILL – This is the average skill level for the game.

WEAPONS – Displays all weapons available for this game.

ADVANCED INFO – View advanced game options.

LOCAL PLAYERS – For those playing split-screen online.

PLAYERS – Shows the names of all other players in the game. This also shows the total number of players that can be in the game.

JOIN - Select this to join the game you are viewing info about.

THE PLAYER INFO SCREEN

Display player info including stats and game status. Press the ◉ button to refresh the stats.

You can:

- **"JOIN" a player either in their current game (if that game has not been launched) or if he or she is at play, you will join the player's room.**

Note: If JOIN is grayed out, it means that the player cannot be joined at that time.

- **Send a private message to the player from this screen.**
- **Send or revoke invitations to join your clan.**
- **Add and remove buddies from your buddy list.**
- **Remove players from your ignore list.**

PLAYING THE ONLINE GAMES

Note: These rules apply to Local Multiplayer games too. See "Local Multiplayer Games" on page 41.

DEATH MATCH

The last creature standing wins. Select from eight different team colors and a variety of skins. Take out the other guys before they nail you. The player with the most frags wins! Play Deathmatch in either Free for All or Team modes with a wide assortment of game options.

CAPTURE THE FLAG

NORMAL MODE – You must have possession of your own flag in order to score a Cap.

CHAOS MODE – Score a Cap regardless of whether your flag is at your base.

- The flag for each team is placed near the team's starting location. Capture the flag by infiltrating this area. Walking over the flag will put the opposing team's flag in your possession.
- Capture your opponent's flag and return it to your base to score a Cap.

SIEGE MODE

It's Red against Blue. Attack and overrun the enemy base while defeating opponents to prevent them from capturing your base.

NORMAL SIEGE

Base defenses and node turret damage, health and accuracy is always equal for both teams. No matter how many Nodes you own.

ATTRITION SIEGE

Capturing Nodes increases the amount of damage, health and accuracy of the base defense turrets and all Nodes that you own. The Base Health Meter shows your Attrition progress on the bottom half.

WINNING A SIEGE

Destroy the large Gatling turrets defending the base. Gatling turrets must be attacked while they are activated. A deactivated Gatling turret has a protective shield around it in your team's color to show that it cannot be damaged. Stand on the base teleport pad and press the △ button to enter the base. Destroy its Power Core and you win.

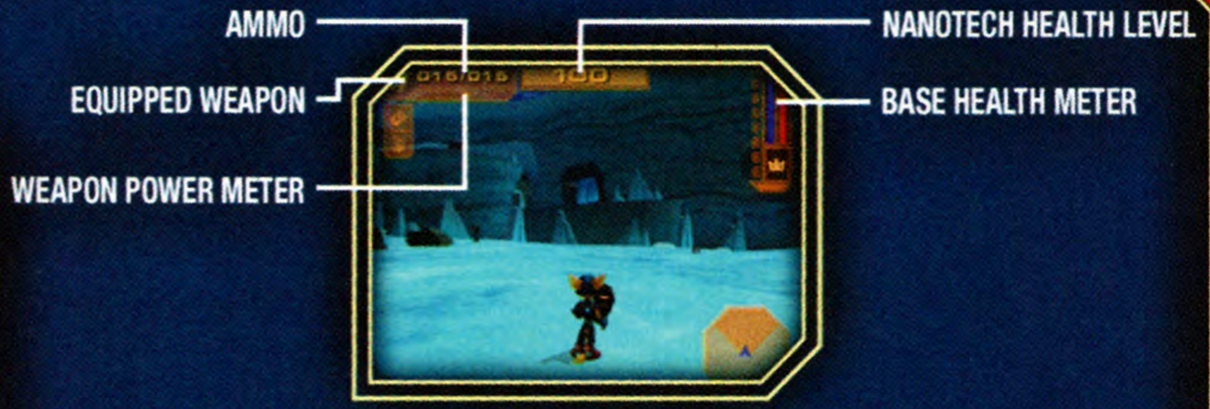
RESPAWNING AND THE MULTIPLAYER MAP

Press the SELECT button or R3 button to toggle the Map ON/OFF.

When you get killed in battle you can quickly respawn and get back into the game. As soon as your character falls, the Map appears allowing you to choose a respawn point. Press the left analog stick or directional buttons to select one of the available points and press the ⊗ button to get back in action. You might have lost your weapons to the enemy, but you are back to fight again.

- **You can see your position and that of other team members on the Map.**
- **An arrow icon in a green square marks your position and shows the direction in which players are facing.**
- **You can see opposing team members on the Map when they are close to you, or are in range of a Node that you control.**
- **Base icons are color-coded in Red and Blue.**
- **Turret Icons mark your turrets and are color-coded in Red or Blue.**
- **Node icons are color-coded in Red or Blue with Orange designating neutral Nodes.**
- **Vehicle icons are color-coded in Red or Blue.**

THE ONLINE GAME SCREEN



NANOTECH (HEALTH) LEVEL

Press the △ button to display your Nanotech number.

Your Nanotech level is displayed at the top of the screen. Each time you take a hit in combat, your Nanotech levels drop. Run out and you are a goner. Replace lost Nanotech by finding Nanotech crates. You can also replace lost Nanotech by standing on Nanotech Pads inside your base as long as your base defenses are operational.

BASE HEALTH METER

Look on the upper right of the screen to view the Health Meter for both Red and Blue bases. When a base takes damage from attack, the Health bar flashes. A base is defeated when its Health Meter runs out of color. The small squares on the left side represent all the nodes on the map and which team controls them.

WEAPONS AND AMMO

View weapon and ammo status on the upper left corner of the screen. The icon for your currently equipped weapon is on top. The last two used are below.

- Tap the △ button to quickly cycle through only these three weapons.
- View your current ammo/max ammo count for the equipped weapon.
- If a weapon runs out of ammo, it is removed from the list to prevent you from arming yourself with an empty weapon in the heat of battle.
- Below the ammo count is the Weapon Power Meter. Weapons are upgradeable. It takes three kills to upgrade a weapon. Upgrades include increased damage potential, faster firing rates, more ammo and larger damage radius depending on the weapon. Each kill adds to the meter level. Fill it and the weapon upgrades.

Note: See all your weapons by using the Weapon Quick Select (△ button (hold) + left analog stick to select a weapon).

THE RADAR

Use the radar to find both friend and foe. Players detected by the radar are either red or blue. The wedge is your field of view in the direction you are facing.

BASE DEFENSES

GATLING TURRETS

These huge guns are the primary defense common to all bases. If they are destroyed, the Nanotech and Ammo recharge pads inside your base deactivate. The Gatling turrets

on the enemy base must be destroyed before you can teleport to their base interior. A team-colored shield is activated around all Gatling turrets. The shield blocks all incoming fire until a player comes into its range.

AUTO TURRETS

These are small turrets that pop out of the ground whenever a player comes within firing range. Auto turrets protect both bases and Nodes.

These turrets are always linked to the Node or base that they protect. If a player takes control of a Node, its Auto turrets respawn in the color of the controlling team and attack opposing players that come into range.

VULCAN TURRETS

Vulcan turrets are designed to stop any vehicle on the ground or in the air instantly. These turrets link to the closest Node. Control the Node and you own the Vulcan Turret. In certain maps the main base will have a Vulcan Turret as well.

BALLBOT GENERATORS

Ballbot generators defend some bases. They release tracking bombs that explode on contact with opposition forces. Ballbots can be shot before they reach you and explode. Destroy the Ballbot generator to stop new Ballbots from being generated.

SHOCK BOT GENERATORS

Shock Bot generators defend some bases. These hovering generators produce Shock Bots that attack invading enemy forces with a powerful shock. Destroy the Shock Bot generator to stop the shock bots from being generated.

NODES

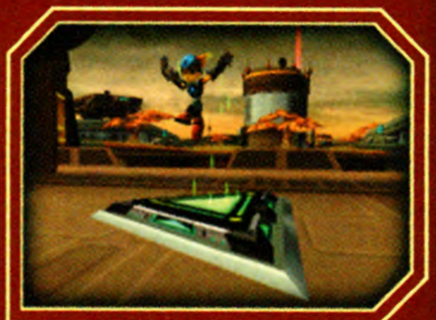
Throughout the war zone are bolt and crank devices called Nodes. At the start of each battle, they are neutral and will attack both sides. But they can be captured and fall under the control of either Red or Blue forces. Win control of Nodes to aid in your campaign to invade the enemy base. To win a Node, destroy its defenses. Then walk up to the bolt crank at the base of the Node. Press the ▣ button to place your Omniwrench on the bolt crank. Use the left analog stick to turn the bolt crank until it changes to your team color. Your character will disengage from the bolt crank if attacked.

If your forces control a Node:

- Defenses it had when you attacked respawn and fight for your side. This includes Troopers, Drones, Vulcan Turrets, and Pop-Up turrets.
- It produces weapons upon capture and supplies vehicles as long as you control it.
- When using the Map, captured Nodes will show nearby enemy forces.
- When you are defeated and the Map appears, you can select this Node as a respawn point. Press the directional buttons or the left analog stick to select the Node from the Map, then press the ⊗ button to respawn at the selected Node.

PADS

Find colored pads with several useful functions throughout the battle zone. Step or jump on these.



Weapon Reload Pad – Step on this red pad to reload all weapons (found only in base interiors).

Nanotech Health Pad – This Light Blue pad returns your Nanotech health to maximum (found only in base interiors).

Entry/Exit Pads – Step up on the Green pad and press the △ button to enter or exit base interiors.

Jump Pads – Stand on this blue triangular pad and press the ⊗ button to get a huge altitude boost for reaching high places.

USING WEAPONS ONLINE

Find weapons in crates. Crates are labeled with an icon so you can see what weapon is inside. Crack open the crate with your Omniwrench, shoot it, or run over it with a Turbo Slider or Charge Boots.

CAPTURING WEAPON PACKS

Each time a player falls in battle, a weapon pack will appear where he or she fell. It contains all of the weapons the player held before being defeated. An opposing player can grab your weapon pack after you die and reap the spoils. If a player with an upgraded weapon dies, the upgraded weapon goes into their weapon pack, so whoever picks up that weapon pack gets an extra advantage.

Note: The Charge Boots are not included in the Weapon Pack.

USING VEHICLES ONLINE

Find both land and flight vehicles throughout the game. One or two players can jump in a vehicle and unleash battlefield destruction. But look out for Vulcan Turrets! They are designed to attack any vehicle with extreme accuracy and firepower.

TURBOSLIDER

Use this all terrain vehicle for land attacks. The Turbo Slider features a machine gun turret and great acceleration. Rear wheel turning and bear claw tires keep it glued to the ground through the tightest turns.

HOVERSHIP

Deliver devastating aerial bombing and rocket attacks or battle other hovership in mid-air duels.

CO-OP VEHICLE CONTROL

All vehicles can be operated by two teammates simultaneously to gain access to a vehicle's more devastating potential. To activate this feature, two players enter the vehicle. The first person in becomes the driver/pilot. In a Hovership, the first person to enter also controls the primary weapon. In a TurboSlider, the first person shoots a rapid-fire cannon. The second person to enter a vehicle operates the more devastating features of that vehicle. Using a vehicle with one person severely limits its firepower/usefulness.

Warning: If your vehicle gets blown up with you inside, you're dead too. For a well-timed escape, press the △ button when you see smoke coming from your vehicle.

Note: See the "Controls" for info on controlling each vehicle.

DRONES

Drones are small hovering attack robots that operate in a four-unit squad. Take them on combat missions or place them to defend strategically important areas.

- To activate a team of Drones: Stand next to them, and press the △ button. They will follow you and provide cover fire.
- To position Drones for guard duty: Press the R2 button + △ button to display the Gadget Quick Select. Select SET TO DEFEND. The Drones will remain in position as sentries to attack intruders. To make them follow you again, get close and press the △ button.

THE MULTIPLAYER GAME OVER SCREEN

When the Red or Blue Base Control Module is destroyed, victory is declared and the Game Over Screen appears.

The following stats for each player appear:

- **Kills** – How many players this player personally killed.
- **Deaths** – How many times the player died during the game.
- **Nodes** – How many Nodes this player activated for his or her team.
- **Base Damage** – How much damage a player inflicted on the enemy base.

At the bottom of the screen, the option Play Again appears. If the host selects this, they will be taken to the Create Game screen to setup a new game. The other users in the game will be given a message telling them they can join the game once it's created by pressing the ▣ button.

VOICE COMMUNICATION AND THE ONLINE HEADSET

Use the USB Headset (for PlayStation®2) or SOCOM Headset for voice communication with other players. Speak with a normal voice to chat with fellow players, taunt your opponents or coordinate battle plans with your teammates.

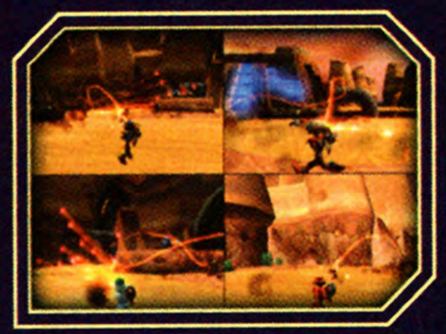
- During play you can only communicate with your teammates. Enemy players will be unable to hear you.
- All players from both teams hear your transmissions on any staging or results screen.

ONLINE TEXT CHAT

You can use Text Chat wherever you see the SEND CHAT MESSAGE option. Select SEND CHAT MESSAGE to open up the Virtual Keyboard and enter your message. Select DONE or press the ◉ button when your message is composed to transmit it.

LOCAL MULTIPLAYER GAMES

Two to four players can compete in split-screen showdowns. Local Multiplayer gameplay is the same as the Online game but you play on one PlayStation®2 computer entertainment system and television. An internet or network connection is NOT used. See Playing the Online Games on page 35.



Note: For three or four player games, a Multitap (for PlayStation®2) is required.

On the Main Menu, select MULTIPLAYER. Select LOCAL PLAY.

THE LOCAL CREATE GAME SCREEN

Set up the game the way you want it and press the ◎ button to create your game. See "Create Game" in the Online Section on page 30.

MAP – Select a location for your game.

GAME TYPE – Select SIEGE, CAPTURE THE FLAG or DEATHMATCH.

TIMED – Select a time limit for your game or not.

WEAPONS – You can choose to use all weapons or customize weapon selection.

ADVANCED OPTIONS – Fine tune your game options.

The Local Multiplayer Staging Screen

- Each player joins in the game by pressing the ◎ button.
- To begin play, Player 1 selects ► START.

TEAM – Choose up sides. Press the L1/R1 buttons to toggle to BLUE or RED teams. You can play two-against-two, three-against-one, or a free for all.

SKIN – Select how you want to look on the battlefield. Press the L2/R2 buttons to select a skin.

Press the ←/→ on the directional pad to switch between profiles that are stored on the Memory Card (8MB)(for PlayStation®2) inserted in slot 1.

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From all of us at Insomniac Games, thank you!

MAY CHANGE DURING ONLINE PLAY

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4. **COLLECTION OF INFORMATION.** Before you can play, you will be asked to create an account with a user, player or other game name ("game name") and password. You may also be asked to select or provide additional information for a game profile. This information will not identify you personally.

5. **PROTECTION OF IDENTITY.** When you choose a game name, choose an alias to protect your identity. Avoid using any part of your game name in your password. When you choose a password, choose a unique combination of letters and numbers that is unrelated to your game name or to any information you may share with other players in the game. SCEA will not ask you for your password and you should not provide this information to any third party. This game will save your game name, profile and password automatically. If your game name is inactive for an extended period your account may be deactivated. To inquire about a deactivated account, please contact SCEA Consumer Services at 1-800-345-7669. You agree that you have no expectation of privacy or confidentiality in the personal information you may intentionally or unintentionally disclose through login, game play and chat. You should avoid saying anything personally identifying in chat. SCEA has no liability for any violation of this Agreement by you or by any other player.

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(b) Using language, selecting user, character, clan or team names or creating any other content that is racially, ethnically or religiously offensive, sexually abusive, obscene or defamatory;

(c) Selecting as a user, character, clan or team name any word, symbol or combination of words and symbols which is identical to or substantially similar to any character, weapon, vehicle or other intellectual property element owned by SCEA which appears in this game or any other SCEA game;

(d) Using content that is commercial in nature such as advertisements, solicitations and promotions for goods or services;

(e) Falsely representing that you are an employee of Sony Corporation, Sony Computer Entertainment America, or any other affiliated or related company;

(f) Disrupting the normal flow of chat in game chat rooms;

(g) Making a false report of user abuse to SCEA Consumer Services (see below);

(h) Violating any local, state or national law including but not limited to laws related to copyright, trademark, defamation, invasion of privacy, identity theft, hacking and the distribution of counterfeit software;

(i) Using a cheat code or cheat device. For a detailed explanation of the SCEA policy on cheating visit www. us. playstation.com/onli necheating.

If you violate this Agreement in any manner, SCEA may at its discretion and without notice to you temporarily or permanently block your account in this game and any related games. In appropriate cases, SCEA may bring legal action against you or cooperate in any government or private legal action or investigation relating to your conduct within the game. To report violations of this Agreement or to inquire about a blocked account, call SCEA Consumer Services at 1-800-345-7669. SCEA has no liability for any violation of this Agreement by you or by any other player.

7. WARRANTY/DISCLAIMER.SCEA WARRANTS TO THE ORIGINAL PURCHASER OF THE GAME DISC THAT THE DISC IS FREE FROM DEFECTS IN MATERIALS AND WORKMANSHIP FOR A PERIOD OF NINETY (90) DAYS FROM THE DATE OF PURCHASE. SEE GAME MANUAL FOR LIMITED WARRANTY DETAILS. EXCEPT AS PROVIDED HEREIN, THE GAME DISC, SOFTWARE AND ALL RELATED SERVICES ARE PROVIDED "AS IS" AND, TO THE MAXIMUM EXTENT PROVIDED UNDER LAW, SCEA DISCLAIMS ALL WARRANTIES OF ANY KIND, WHETHER EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO ANY WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. Without limiting the foregoing, SCEA does not promise that this software will work properly with any network adaptor, modem, memory card or other peripheral device that has not been licensed by SCEI or SCEA. To insure compatibility use only PlayStation® or PlayStation® licensed products. Additionally, SCEA does not guarantee that you will be able to play this game at any time you want. From time to time, there may be problems related to access, delay and failure to perform that are beyond the immediate and reasonable control of SCEA. In the event of a dispute regarding the online functionality of this software (except with regard to the operation of "DNAS" explained in paragraph 3 above), you agree that the sole liability of SCEA and its affiliated companies will be limited to repair or replacement of the game software at SCEA's option. SCEA may, at its sole discretion, discontinue hosting of the game server at any time. SCEA has no liability for such discontinuance.

8. MODIFICATION. SCEA at its sole discretion may modify the terms of this Agreement at any time. You are responsible for reviewing the terms of this Agreement each time you login to play. By accepting this Agreement and by playing the game online, you agree to be bound by all current terms of the Agreement. To print out a current copy of this Agreement using your computer, go to www.us.playstation.com/support/useragreements.

9. GOVERNING LAW. This Agreement shall be construed and interpreted in accordance with the laws of the State of California applying to contracts fully executed and performed within the State of California. Both parties submit to personal jurisdiction in California and further agree that any dispute arising from or relating to this Agreement shall be brought in a court within San Mateo County, California.

10. ENTIRE AGREEMENT. This Agreement constitutes the entire agreement between the parties hereto related to the subject matter hereof and supersedes all prior oral and written and all contemporaneous oral negotiations, commitments and understandings of the parties, all of which are merged herein.

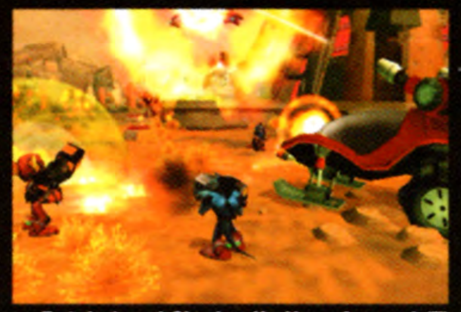
NOTES

DEFORCE

USB HEADSET
(for PlayStation®2)

Command your teammates to attack a fixed target, provide crucial intel to a friendly yet deadly operative, call plays as quarterback of a championship team, or simply talk trash with another gamer who thinks he can unseat your hoops dynasty. A sleek peripheral for use with today's hottest games, the USB headset (for PlayStation®2) offers voice recognition and online chat capabilities for compatible titles.

- For use with PlayStation®2 games that support VoIP (online chat) as well as voice recognition.
- Form-fitting headset designed for comfort and long hours of playing.
- Noise canceling microphone to minimize outside interferences.
- Mute button to cancel the microphone and prevent online teammates from listening in on private conversations.
- Volume control to increase or decrease sound from headset.



Ratchet and Clank®: Up Your Arsenal (T)

NFL GameDay™ 2004 (E)

NBA ShootOut 2004 (E)

PRODUCTS RANGE FROM EVERYONE TO TEEN
E-T
CONTENT RATED BY ESRB

PlayStation®2

LIVE IN YOUR WORLD.
PLAY IN OURS.

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